

AN OPEN LETTER TO THE HOBBY

The IDA General Meeting at Origins II unanimously agreed that the restructuring of the IDA is vital to its continued existence as a hobby service organization. The IDA depends too heavily on the president and editor. Nonetheless the IDA has expanded its non-working legislative and judicial bodies until there are 13 members on the Council and 13 on the Judicial Committee.

This has led to an unwieldy bureaucracy which does not meet the requirements of the hobby and places an impossible workload on two officers. The turnover of members is higher than 60%. Only 10% of all bills presently before the Council have anything to do with useful business.

Even if the IDA could survive as two debating factions, we cannot expect a few people to work while the rest talk. If present conditions continue, the IDA will collapse.

The solution accepted by the general meeting takes the form of a new charter. This charter streamlines the Council, reduces debate, and spreads the productive work among more people. This new Council will function more effectively so that the IDA can return to its original purpose: To serve and benefit the hobby.

We believe that this is not just a solution, but the only solution. The IDA cannot continue in its present form. A revised and healthy IDA is needed to work for the hobby.

We, the undersigned, urge all IDA members, and all members of the hobby, to support the general meeting's proposal for a new IDA.

Lewis Paliotes Walter Buchanan Fay Schaffer
John Boyer Ruthie Lipton Roger D. Ober
Sony Baystein Marie Baystein Walter N. Berg
Howard Miller John M. Baker Jim Riddle
Tim Tison Robert A. Jones Michael Fassman
Ted Bussa David J. Goff 36 Hessel
C. White Rob Tacke

MEET THE LEADERSHIP IN BOSTON

From page one you can tell that you're going to have a hard time maintaining the RIA Charter. Not only is it all change to us, but we've got to learn every line. Our only hope is that someone like me can set the records straight.

We did not open the meeting with the proposal of writing a new constitution while in Baltimore. The Constitution was on the agenda, in the place of honor, though no one was looking forward to the debate. We had to go through 2 hours of argument, often hampered by the incessant ramblings of Robert Shultz who thought the meeting was to be hijacked again. Finally, though we had discussed a Democracy Digest of articles in smaller magazines and found a volunteer of the Radio Free Project, we came to the constitutional battle.

I read a brief resume of the bills before the 1976 Council. Only very few (less than 10) had ANYTHING to do with the RIA, in general. Most bills were on procedures, applications, committee things, etc. etc. As discussed the Parliamentary Review and had agreed that only one person out of 35 liked the refresh of council business which the US had brought. We discussed the debate and the bills before our audience which was trying to become a socialist (if not only) Council through their (alleged) right to review every bill for constitutionality. In short, all of what the US was doing was not helping the RIA and the meeting wanted no more of it. Thus a new soon streamlined constitution met with very favorable response! Lou Pustipher told of his experience with a five person ruling body in the Michigan Organized Management. He said that each member of the ruling body should be a worker first, a legislator second. The Meeting Agreed. The meeting saw that a regional approach preferred debate but no RIA representation. It then went an excerpt from a letter from Jerry Brown, the Canadian European Secretary, in which he informed us that he could vote in dispute cases if so that the council have a clearer understanding. This settled the first big issue there. Then we learned that a regional loss of variance in plenary groups would go through either a single International Council. After all no workers across the Atlantic would do. It just got to the point that it's a non-antecedential RIA of "these" that remained as a thin shell in the general form of the new document. The meeting then voted to elect a drafting committee.

The point was raised that a lot of us were currently under way. Therefore the suggestion was made to move at once and therefore bypass the new structure that is now already planned. The point was raised that this was strange (eg MIT anyone at the meeting, and it was a broad cross-section (Fullerton, Wilson, Buchman, Heyenstein, Neubauer, Lurie, Marvin Goldstein, etc. etc.) agreed that we should proceed with all up front).

The Meeting elected Pustipher, Buchman and I to write the document. We had Roger Clinton and Bob Lippman help us with the final draft on Sunday night. The result was an RIA resolution rapidly and firmly concentrate power in a few hands. But the purpose is to help the public and stop the debate that often goes on for months with nothing being done!

We have already heard some complaints. Some Canadians, claiming that they speak on everyone in Canada (!), say they are not represented. By a direct cost, no. But more than one Canadian could easily be elected if they would run. I would gladly support Lester for Periodicals editor or for treasurer. I could also support Benson or Corlett or White for office. If the Canadians try to form their own group, which soon may they will do, they have done so before the elections are even called for. What point is there in that?

I realize that there is little time for debate. But debate is what is giving us a near 100% nonsubscription rate. Debate is also is doing nothing for the hobby. Everyone would like to have a little time let the hobby can not wait while we argue over every clause and every line. 35 People unanimously agreed that we had to do something and do it quickly. We have done that. The alternative is the possible collapse of the only Democratic Organization that hobby has got. If the new constitution fails the RIA will likely fall apart. So at Baltimore here goes what is thought to be right, will you sign off on?

Colophon; LD is published by Leonard Lekofka, 344 West Union Place, Chicago, IL 60657
 312-929-7057 Calls between Midnight and 7AM are never acceptable. LD is a magazine of
 Postal Diplomacy, often touching on Game Statistics, Humor, Hobby News and Manganing—
 especially Fantasy Gaming. There is NO balance whatsoever among these topics—they appear
 as the interest strikes me! The last two issues have been almost all Fantasy but that
 can change, and probably will. There are openings in Novice Games—see page 9 (bottom).
 We will be opening a special invitational game in the next issue for past players in
 LD who have either won or at least missed one or no moves. This is a game for semi-
 experienced players only and the fee will be usual \$7.

Now, back to Dungeons

Expanding the Combat Table in DUNGEON & DRAGONS—This is not "new" material, it is just
 a condensation and elaboration on existing material so that we have it all in one place.

Monster "Level"	Fighter	Cleric	Magic	Monster	D E F E N D E R S A R M O R C L A S S															
					Hit Level	Thief	User	Dice	-2	-2	-1	0	1	2	3	4	5	6	7	8
1	1-2	1-2	1-2-3	up to 1	HA	HA	20	19	18	17	16	15	14	13	12	11	10	9		
1 2	3	3-4	4-5	4-1+2	HA	20	19	18	17	16	15	14	13	12	11	10	9	8		
1 2	4	5-6	6-7	2-2+2	20	19	18	17	16	15	14	13	12	11	10	9	8	7		
4 2 3	5	7	8	3-3+2	19	18	17	16	15	14	13	12	11	10	9	8	7	6		
4 2 3 5	6	8	9-10	4-4+3	18	17	16	15	14	13	12	11	10	9	8	7	6	5		
4 3 5	7-8	9-10	11-12-13	5-6+3	17	16	15	14	13	12	11	10	9	8	7	6	5	4		
4 6 5	9	11-12	14-15	7-7+3	16	15	14	13	12	11	10	9	8	7	6	5	4	3		
4 6 G 5	10-11	13-14	16,7,8	8-8+3	15	14	13	12	11	10	9	8	7	6	5	4	3	2		
7 6 0 5	12	15-16	19-20	9-9+3	14	13	12	11	10	9	8	7	6	5	4	3	2	1		
7 6 D 5	13	17	21	10-10+3	13	12	11	10	9	8	7	6	5	4	3	2	1	1		
7 6 S 5	14	18	22-23	11-11+4	12	11	10	9	8	7	6	5	4	3	2	1	1	1		
7 6 & 5	15	19-20	24-25	12-12+4	11	10	9	8	7	6	5	4	3	2	1	1	1	1		
7 6 D	16-17	21-22	26,7,8	13-13+4	10	9	8	7	6	5	4	3	2	1	1	1	1	1		
7 6 E	18	23-24	29-30	14-14+4	9	8	7	6	5	4	3	2	1	1	1	1	1	1		
7 6 H	19	25	31-32	15-15+3	8	7	6	5	4	3	2	1	1	1	1	1	1	1		
?	I	20	26		7	6	5	4	3	2	1	1	1	1	1	1	1	1	0	0
?	G	21	27-28		6	5	4	3	2	1	1	1	1	1	1	1	1	1	0	0
?	O	22-23	29-30		5	4	3	2	1	1	1	1	1	1	1	1	1	1	0	0
?	D	24	31-32		4	3	2	1	1	1	1	1	1	1	1	1	1	1	0	0
?	S	25			3	2	1	1	1	1	1	1	1	1	1	1	1	1	NR	
?	"	26			2	1	1	1	1	1	1	1	1	1	1	1	1	1	NR	
?	"	27			1	1	1	1	1	1	1	1	1	1	1	1	1	1	NR	
?	"	28-29			1	1	1	1	0	0	0	0	0	0	0	0	0	0	NR	
?	"	30			1	1	0	0	0	0	0	0	0	0	0	0	0	No Resurrection		
?	"	31			1	0	0	0	0	0	0	0	0	0	0	0	0	No Resurrection		
?	"	32			0	0	0	0	0	0	0	0	0	0	0	0	0	No Resurrection Possible		

In short it gets fairly pointless to go beyond the limit of the 6th level in monsters as almost everything is a hit at that point. Only with -9 Armor, etc. could you stand up and that is ridiculous!

Next Issue; Capture & Bondage in the Dungeons!

Come to the Legion Hall during GenCon IX. I will be running a delightful dungeon for from 12-20 on both Saturday and Sunday.

Be Careful, or you will be eaten by something that will disagree with you!

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Dungeon doors can have various physical weaknesses.

*They can open/close in different ways, e.g., trap, hidden, etc.

*They might be counter balanced or not (hidden doors, plug types are used in traps and thus are not counter balanced).

*They may have locks in the door or somewhere around the door jamb—the lock may only be accessible from one side of the door.

*They may be locked by magic.

*They may have internal, and therefore, unremovable hinges.

*They can be made of different materials adding to their physical strength.

*They might have a knob on only one side of the door, etc.

*They may be hidden/secret.

Yet, for all of these things, they can all be opened, somehow.

As we know characters have a physical strength characteristic. If we say that doors also have a physical (counter-)strength then we can measure strength of person(s) versus door strength.

If one may be kicking, bashing or running at one door we have a easy formula. (you might find that wounded characters may not be able to batter doors at their full strength—you can use Blackmoor Hairs orcs or "Monks & Gnomes" later in these pages.)

A Figure can KICK a door at his strength minus (1-4)

can BATTER a door at his strength minus (3-4)

can run at a door (door strength) at his strength plus (1-4)

when running at a door there is a chance of damage if the door does not open.
5% for 2 points damage, 5% for 1 point of damage.

Take the resultant figure adjusted for the four sided die penalty/bonus for each attempt.

If the result is 3 points below the door strength (KICKING happens

in 2 points below a slight cracking of the door. Every 4 such hits remove 1 point of Strength from the door.

is 1 point below the door might crack so that the door would lose 1 point of Strength for every 2 such hits.

is equal to the door Strength door loses 1 point at once and opens 50% of the time.

is 1 point higher than door strength. Door loses 1 point and opens 85%.

is 2 points higher -2 from door strength and opens 95% of the time.

is 3 points or 4 points higher -2 from door strength and opens.

is 5 or 6 points higher -2 from door strength and 50% of door destruction.

is 7 or more points higher—door destroyed.

Door can also be lifted in some cases (particularly, e.g.,) Apply Fighter Strength minus 2(1-4) as he can not use his weight against the door.

Sliding and falling doors when kicked, bashed etc. should be automatically stronger because of the jamb on 3 if not all 4 sides.

An average 3 to 4 foot door can be hit by two figures (dwarfs and hobbits 3 figures).

Yet the person hitting near the hinge is at a mechanical disadvantage and often coordination of the hit(kick) is not perfect. Thus you sum the strengths and subtract 1 six sided die for each figure. Then use the table above.

Doors locked by magic.

Hold Portal should add 3-12 plus the level of the Magic User to the Door.

Wizard Lock should add 3-12 plus the level of the Magic User to the Door.

Knock should have a potential weaker any door of at least 5%.

Use this formula + Knock-20%(1-4) if the result is still less than door strength
+ 70% -2 10% -3 10% -4 or more %

Knock versus Wizard lock will shatter the door 50% of the time.
 Knock versus Hold Portal will shatter the door 75% of the time with from 1-3 points
 of damage to the figure holding the door if it is shattered.
 On larger doors more persons can kick/bash/run at the door. Subtract 1 six sided
 die per person unless the door is very large then subtract only 1 1/4 sided die per
 person.

There should be a limit to how long a figure may kick/bash/run-at a door without
 tiring. This is a function of constitution.

Always allow 3 kicks or 2 bashes/runs without penalty.

Then;

Constitution	Subtraction of _____ per kick/bash/run	Limit before rest
3-5	-1 4th kick, 3rd bash or run	6 Kicks, 5 bashes 4 runs
6-8	-1 5th kick, 4th bash 3rd run	7K, 6B, 5R
9-12	-1 6th kick, 5th bash 4th run	8K, 7B, 6R
13-15	-1 7th kick, 6th bash, 5th run	10K, 6B, 7R
16-17	-1 9th Kick, 8th bash, 7th run	13K, 11B, 10R
18	none	16K, 14B, 13R

If a figures is damaged by a run at a door for bid further runs at that door.

Figure must rest for 3+(1-4) turns when the Kick/Bash/Run limit is reached.

Figures may use rams vs. doors but these must be large available objects. Figures (must
 be 2 or more to use a ram) run from 6-10 feet with the ram. Sum combined strengths
 and subtract one 6 sided die for each figure. 2nd and each subsequent figure.

Other figures may physically brace doors with their bodies at 3/4 st rongth.

If a door gives when being braced 1-6 points of damage to each figure who was bracing
 the door.

Doors of wood may be hit by axes and battle axes. (other weapons would be very slow
 and awkward) Axes subtract 1 point/hit from the door strength 75% of the time

Battle Axes	2 points/hit	25%
	1 point/hit	25%
	2 points/hit	50%
	3 points/hit	25%

Doors held by magic will reject ax attack by either;

breaking ax 20%

Causing ax to fly from wielder's hands 35%

Cause 1-4 points of damage to wielder 20%

Subtract one from door 25% (inform player he hit a magic closed door)

Flying axes can damage person fool enough to be near the door at full ax damage plus 2.

Hinges can be removed from a door in 3+(1-6) turns

Strong figures (15+) 2+(1-4) turns.

In drawing your maps specify the door type and its characteristics.

A basic door strength of 12 is good for most cases. Treasure rooms, traps, etc. will
 have much higher strengths. Unless locked by magic doors should not be above 20+3 (level
 in dungeon).

Doors that might take a long time to open might also attract wandering monsters!

The SLAUGHTER system (I wonder if I have written ever sent a copy to the producers of KUNG FU) for damage is rather complex for rapid play. With a large # of figures it can bog down in zero record keeping that is so easy to maintain.

Damage should effect: morale, physical strength, dexterity, constitution and hand-to-hand fighting level.

At each plateau of damage there are these reductions:

DAMAGE PLATEAU	MORALE	STRENGTH	DEXTERITY	CONSTITUTION	LEVEL (HAND TO HAND)
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25%	-1	-1	-2	-1	same
50%	-2	-2	-4	-3	-1
75%	-4	-4	-6	-5	-2
90%	-7	-7	-9	-8	-3

Note: These are not cumulative subtractions. Thus at 90% damage a figure has lost a total of 7 morale points, not 14!

If any category goes to zero the figure is unconscious. Any bonuses due to excess STRENGTH, DEXTERITY or CONSTITUTION are subtracted/reduced and penalties (cf. WIM & MAGIC and CRIMSON) might be subtracted also.

At 90% damage, unless some type of healing spell is applied, there is 50%+ chance of death. The chance for death is a function of corrected Constitution.

Corrected Constitution

Chance of Death

0	50%
1	40%
2	35%
3-4	30%
5-6	25%
7-8	20%
9	15%
10	10%

Check for death every 25 turns. If Death does not occur boost constitution by one point for a maximum boost of 3 points total. If a figure takes any damage over 90% check for death at once but apply a 1 point constitution bonus if the figure makes the check against death.

Prime Morale is a function of 1) Prime Characteristic(s), 2) Race and 3) Level

Prime Characteristic	Morale	Race	Morale	Level	Morale
3-5	-2	Human	0	1	0
6-9	-1	Hobbit/Dwarf	+1	2-3	+1
10-12	0	Elf	+2	4-5	+2
13-14	+1	Intelligent Monster	+3	6-7	+3
15	+2		+4	8-9	+4
16	+3	Unintelligent Monster	+5	10-11	+5
17	+4		+6	12-13	+6
18	+5	Undead/Charged Morale	+7	14-15	+7
		does not apply		16+	+8

Sum the Prime Morale #'s for each Figure and record the sum.
There are changes in morale for circumstances.

1. Damage---see table above
2. In a party with ANY Higher Level Figure -2
3. Death of the Party's Leader (lasts 6 turns) -3
4. Death of ANY Higher Level in Party -1 (lasts 3 turns)
Maximum subtraction for death is -5 regardless of how many figures are killed.
5. Killing a monster with more or equal hit dice (must be in on the kill) -W(Stunns)

MASTERS DANGEROUSES #73

PAGE 7

August 11, 1974

1974 FD the Winter of 1909--gave odds		Concession									
Austria	Lagerson/d	FO9CD/	5	6	7	9	9	7	5	5	1
England	B.Kelly	DF02/Hoffman/DP05/W.Ameling	4	4	5	4	2	1	-		
France	B. Wolf		3	3	-						
Germany	Steve Mc Lendon		5	7	9	9	10	11	13	14	16 Concession
Italy	R. Keeping/	DF04/Joe Dorchack	5	5	7	9	10	11	11	10	11
Russia	R. Pieloch		5	4	2	-					
Turkey	Richard Weeks		4	4	4	3	3	4	5	5	6

I have statements from Mr. Dorchack and Mr. Weeks that are remarkable in agreement as to why Germany won. Basically it was due to the fact that Italy and Turkey could never get their acts TOGETHER. Too bad guys--congrats Steve!

1974 HW the Fall of 1908

Austria,	Verheiden/2/owns;	/14, /14, 0=1-1 cut a vic/ /Tur atri-tyo/nso/DHA/, A GAL(S)ger A SIL-gal/nsc(?)
England,	Vagts/11/owns; bel, nwy, edi, lvp, lor, hol, swc, ntc, ncs, den, kiel, MAP, BUR 12=1142 A HOS(S)A WAR, A PMU(S)A WAR, A WAR(S)GER A SIL-gal/nsc/, A STP(S)AMOS, A BER(S) a ruhr-KIEL, F WES(S)TRE F TYRR, F BAL(S) A EER, F HAO(S)PLAS, a ruhr-KIEL, fden- ETH, a bel-RUHR	
France,	Horton/6/owns; mac, bre, port, spa, ten, par 6=11 F TYRR(S)ita a ROM-ven/nso/, F TUE(S) F TYRR, F LICH(S)A PAR-pied, a pied-tyo/dts/, A BURG(S) GER A MUN,	
Germany,	ppp/st/2-ishort/owns; mac, /14, /14, /14, /14, even C.R. 1=2-1 A SIL U, A MUN U	
Italy,	Birsan/3/owns; ven, /14, rom 2=3-1 F TUE()S2 ven-PIED, a ROM H	
Turkey,	Pitsch/9/owns; ser, gre, ram, con, bal, ank, say, tri, sev, NAR, VIE, BUD 12=343 F AEG(S)F ION, F ION()S F MAP-tyrr, A BON(S)c tri-VIE, A TYO(S)ita a ven-PIED, A UKR()S ger A SIL-war/nsc/, a mun-BUD, A SEV-nos	

I have a call for a 4 way draw (I,F,S,T), 3 way draw (F,E,T) and 2 way(E,T)

Any vote must be unanimous. I do not favor the 2 way draw.

Deadline for the Winter of 1908 is by 4PM on Tuesday September 7, 1976

1975 S the Winter of 1907

Austria, Allen A sil retreated to mun
A BUD/ishort/12/a run, a ser, a ber, a gal, a kiel, a ruk, a vic, a am, a say,
f con, a mun

England, Treso
EVEN/4/f den, f nth, a lvp, f ion

France, Mathias
EVEN/1/ A hol

Italy, Foster HER, SOU

F ROM/10/a bel, f am, f nao, f tyrr, f wos, f ani, a bre, a pic, f spaco

Russia, Weeks

-3/6/a pru,a sil, a war, a nos, f wog, a stp, f jpp, f tpp, f ppp

the deadline for the spring of 1908 is by 4PM on Tuesday September 7, 1976

1975 S the Winter of 1903

Austria, Karen A VIE, A BUD/5/a tri, a re, a gal

England, Sypher A LVP, f ion, f nth, f nro, a den/5/

France, Mathis EVEN/5/a nos, f pac, a brug, f coh, a hol

Germany, Schmid A KOT/5/a rot, a red, a red

Letters to the Hobby
A COMMITTEE OF THE AMERICAN HAM RADIO ASSOCIATION TO DEFEND HAM RADIO FREEDOM AND FAIRNESS
675 12th Street, N.W. (700)

Canada, Ven

A RIO, 2 short/F, a RIO, F VEN, a VEN, a VEN, a VEN, a VEN
England, England

A LON/9/f vng, f has, a vng, a ven, f vng, f vng, a vng, a has
France, Trescoy/7/2112 County Sq. Dr., Fisher, Tex. 76375

A PAR, A MAR/9/e has, a has, f has, f has, f has, a has
Italy, Matissa/3

EVEN/3/f ven, a ven, f has

Turkey, Foster

EVEN/5/7 has, a has, a vng, a vng
the DEADLINE for the Spring of 1976 is by 4PM on Tuesday September 7, 1976

1975 OR the Spring of 1977

Austria, Zedler/3/1220 EW Highway, #111A, Silver Spring Md. 20910

A TRI(S)A SER, A VIE(S) A TRI, A SBS(S)A RUD-fun

England, Bremer/S/MER 2021 E. 12th St., Rockville, Md. 20854

F DEN, F SJE, F BAL

France, Ronland/13/52 eighth St. S., Woodstock, N.Y. 07675

A TUS(S)a mar-FIHD, A MUN(S) GER A KIEL, f den-KIEL, f den-KIEL, a mar-SIL, f TUR-
ION, a tyc-MUN, F MTR(G) a den-KIEL, F KBL-den, F RUE H, F TUR(S), F TUR-den
Germany, #44/6/3/Garrett Smith, 220 Park St., Charlottesville, Va. 22901

A CAL, A UKR, A KIEL, f den-KIEL, f den-KIEL, f den-KIEL, f den-KIEL
Italy, Hause/1/1103 Radcliffe Dr., Davis, Calif. 95616

a ven-TYC

Russia, Fabry/2/1 short/4/6/1 ROS-ven, a RUE H, 8034 W. Czark-Niles, Ill. 60646

Turkey, Michael/7/6913 V Bosan, Obukago, Tr. 60691

F BLA(S)a mar-SV, A RUL-fun, F RUE H, F RUE H, F RUE H, F GIE H

The deadline for the Fall of 1976 is by 4PM on Tuesday September 7, 1976

1975 OR the Fall of 1977

Austria, Adams/4/owns; ven, ven, ven, ven, ven, ven, GER 6-6-2

a ven-CAL, A TRI is a alt-GER, a gal-WAR

England, Sergeant/9/owns; den, hol, swe, ton, lvp, edd, my, esp, ber, ngs, KIEL 11-342

F BAL(S) FAE A RUE, F BOHN(S)a den-LIN, A SFR(S)a den-MUN, f den-KIEL, a den-KIEL,
f den-NSG, f den-MUN

France, Ritter/8/owns; par, bre, ven, port, spa, bor, sun, KY/2, MUN, NAP 9-3-1

A MUN(S) a tung-MUN, A BERS a burg-MUN, F TUR(S)f apu-NAP, F LYON(S) A KIEL,
F TUR-3-1

2 Balakies/2/owns; ven, ven, ven, ven 8-4-2

F esp(4)fun f tyc-den/esp/d.../a min(4)fun a den-341/nse/d..., A VEN H,
A TUC(S)A VEN

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August 15, 1976

1975 HS the Spring of 1904

Austria, Baillie/5/-

A BUD(S) A TRI H, A GAL II, a ser-GRE, f gre-ION

England, Dorchack/6/-

F HTB(S) F VAL-ank, F JMK(H) F DIP-MAD, F WCH-pdc, F MOC-ank a lot of exclamation marks

France, Sannwald/4/-

A PAR(S)-a PIC(S) A BUD(S) A PIC, F MOC(S) F SWED-SER col fine with one exclamation mark

Germany, Aneling/P-Ischart/

A WAR(S) a tri-EMD, A BUD(S) f swi-pdc, A MOC(S) a tun-EMD, a tri-EMD, a tri-EMD

Italy, Sannwald/5/- a tri-EMD f swi-pdc, a tri-EMD, a tri-EMD, a tri-EMD

F AEG(S) F EPD-say, A SWY-ank, A VEN H, F ADR H

Russia, Syphax/6/-

F AEG(S) F EPD-say, A SWY-ank, A VEN H, F ADR H

Turkey, Anderson/7/-

F BLA(S) a swi-SER, A CON-ank, F MOC(S) a tri-EMD, a tri-EMD

the DEADLINE for the Fall of 1904 is by 4PM on Tuesday September 7, 1976

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1976 HS the Spring of 1902

Austria, Karan/5/-

a tri-TYO, A VIE-boh, a BUD-gal, a ser-bul/d-to/, F GRE(S) a aer-bul

England, Sylphax/5/-

F HTB(S) a tri-VAL, a bre-GAS-f eth-MAD, F HTB H

France, Ditter/4/-

a burg/D+A/, A PAR, F PORT, A SPA

Germany, France/6/-

A BUD(S) f swi-BUD, a keil-KUHR, a BUD H, a BUD H, f hol-RELGO

Italy, Sannwald/4/-

F ION(C) a tun-ALB, a ven-TRE, F AEG-ANU

Russia, Syphax/6/-

A tri-EMD, a tri-EMD, F SWED-SER, F SWED-SER, A GAL-boh, a tun-SER

Turkey, Aneling/4/-

f say-EMD, A BUD(S) f swi-SER, F AEG(S)f say-EMD, A CONS() A

the DEADLINE FOR THE FALL OF 1902 is by 4PM on Tuesday September 7, 1976

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NEW GAME -

England, Garrett Smith, 620 Park St., Charlottesville, Va. 22901 correspondence account on

France, Chicie Nyderer, 422 Neptune Hall West, Northern Ill. Univ., DeKalb Ill. 60113

Germany, F. Trevor Baillie, 3522 Hazelwood Ave., Apt. 336, Corte St., Jersey, N.J. 07308

Italy, Mark Brocken, 1835 N. Fernandes Ave., Arlington Heights, Ill. 60004 II recd.

Russia, Bob Tully, 302 N. Oakley, Miles, Ill. 60648 or did we send it onceif crgld on

Turkey, Elmer Kinton, 20 Almont St., Newark, N. J. 07106

The Deadline for the Spring of 1901 is by 4PM on Tuesday September 14, 1976 USA Infraed

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NON-UNIFORM SCHEDULE, LIAISONS DANGEREUSES In order to be a vicious test even if

Game 100%, you must include your name, last name, and to whom you belong and

not to whom if you are eliminated (not dropped on reason) in 100% off

you can't do it if you are eliminated

All even if you are eliminated

August 14, 1976

Morale, continued from page 6

Sum Prime Morale and any changes due to circumstances.

Morale is checked at these times:

1. Any time there is a subtraction of 3 or more points (at RTW time-JAW 4) & (RTW 7)
2. Any time the PARTY is being attacked/attacking a equal or stronger figure, constri
3. Whenever the Rules call for a morale check (JAW 4, DIS A(2)DIS A(3)DIS A(4)DRY A+(2)RAV A

Cast two 6 sided dice and add to the Prime morale plus Circumstances changes (2)RAW A Always check the leader first, than the stronger (higher level) figures in the party. If the leader fails his bonus for being with lower level figures is lost.

Result	Retreat	Drop excess Encumbrance**	Offer if no retreat***	TURNS that pass before a rally (rally turns)
7 or higher none	no	none	none	none
6	50 feet*	no	25% Treasure	100
5	50 feet	50%	25% Treasure	cut 1 full melee round
4	100 feet	100%	50% Treasure	1+(1-4)melee rounds
3	100 feet	100%	50% Treasure	2+(1-6)melee rounds check morale again
2	Flee	100%	50%--50% 75%--25% 100%--20% surrender--5%	@ -1 4+(1-6)melee rounds check morale again @ -2
1	Flee	100%	50%--50% 75%--30% 100%--20% surrender--10%	6+(1-6) melee rounds check morale again @ -3
0	Rout	100%	100%--80% surrender--20%	12+(1-12)melee rounds check morale again @ -4

-1 Surrender

Any time a rally fails consider and apply the more severe of the two morale checks.

* Feet-there are scale feet in whatever scale your dungeon/Wilderness uses.

If a figure can complete 60% or more of the retreat without running into a stone wall (etc.) consider the retreat valid.

** Excess encumbrance is all excess-my heavy pack and weapons of course.

*** Offer is the amount of treasure the figure will give up to escape. Note that weapons and magic items are not treasure unless the figure attacking can wield that item. If the figure does not accept the offer (cast dice) the battle continues but the figure loses 2 more on his morale and must check every morale round.

Surrendered figures, if neutral can not be executed. Chaotic figures may execute Lawful AND vice versa.

That meeting in Baltimore--more.

I have just received a copy of a questionnaire being circulated by Robert Sennell concerning the continued union of the Canadian and US postal Diplomacy players under one banner. Let me say that it might well be pointless for the Canadians to form their own organization since IDA-NA, if it is ratified, will still be open to them. Thus persons can belong to both and even hold office in both and that seems like a waste. Next we'll have IDA New York City, then IDA Kansas, then IDA Louisville, where will it stop? IDA Robert Sacks?? WE HAVE BEEN HASTY WITH THE CONSTITUTION! LET'S NOT SO FAST TO FORM TO DUPLICATE GROUPS WHEN THAT IS NOT NECESSARY!

August 25, 1976

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Note: All moves are now due on Tuesday September 14, 1976!
1976 DN Tuesday September 21, 1976

NONE...ON THE MEETING IN BALTIMORE

I have received objections to the the constitution, and the means of delivery, from the Canadians, Leeder, Correll, Drews and Ronson with a "perhaps we did wrong" from White, and the Council members (other than Leeder and Correll) Rosenberg, Klein, Diller, Tihor and I favor the action though Diller had some reservations as to method. Luchans finds it unconstitutional and I have not heard from Walkerdein and Moran. Baker, Neiger, and Kadlecak have yet to vote but I know Baker favors and Kadlecak opposes. Thus we have the 1976 Council AGAINST the new constitution--but really they are against the method used to adopt it. The major in-common objections are three;

1. The Council (of 5) is too powerful and can "grab" power without a Judicial check.
2. The Canadians are not represented (specifically) and the UK and CE members are thrown out
3. It is being rammed down our throats with no chance for debate--even though some have said that they might later vote yes on the document, it's just that they do not like the speed with which this is being done.

Let's take those three points.

Leeder et. al. have implied that "some council members" read Lenard Lakofka have tried this as a power grab. That is wrong. I said I did not want the IDA presidency as it was designed right from the beginning. I did not propose the 5 man council at the general meeting, Pulsipher did. The purpose of the 5 man council was to have a working Council that could move RAPIDLY on any topic. Granted that if the membership elects 5 power hungry persons then the IDA-NA, or the IDA itself as now designed will go down the drain. The electorate has the responsibility to elect carefully. It was the opinion of the Baltimore Meeting that 5 persons could govern rapidly but larger numbers could not. There was some argument over the number 7 but 9 was felt to be too many. This brings me to the next point.

We have been having trouble with our INTERNATIONALISM. The UK and CE do not send any money to the International Treasury, therefore it is not an international treasury, it is a North American Treasury and we have had three separate IDAs all along!! The fact that we have made it official is a minor step. The preamble of the new document calls for an International Federation. Such a Federation was favored unanimously by the Baltimore Meeting. One of the major reasons for the cut off of UK and CE was the attitude of Larry Moran in which he said he would DEBATE everything, regardless of merit or concern to CE. Yet I do not think the Baltimore meeting over-reacted. We moved in a logical direction and have pledged our truth to a Federation. Finally we come to the Canadian representation. Now I have never felt any difference between a Canadian and an "American" but I'm a liberal who has worked many an hour for minority rights so I have always felt that all people are equal. Perhaps others discriminate but I have not seen it in this case. Yet I have pointed out to White/Correll/ Leeder that if no Canadian runs then Canadian representation is a moot point! I said in that same letter that if a Canadian is NOT elected I will urge that the new council seek to increase its membership to 7 as long as the two new members have specific duties.

NOW WE COME TO THE MAJOR OBJECTION--SPEED! Is the new Constitution ratification method Constitutional (according to the old document)? Of course it is not! No one ever said it was constitutional. Yet if we did not act at once we would have had a new election in progress--remember the other election?? Then what do we do? Do we try to untangle two elections or do we just elect 13 under the old document and hold reform for 1 entire year?? THAT IS THE SINGLE REASON FOR THIS RAMROD!

LIAISONS DANGEREUSES #73

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August 25, 1976

Now we can haggle over this document for weeks to come. We can have a trial in the JudCom to remove me from office for Malfeasance but will it accomplish anything? It will not! It might cause the hobby to break apart. What the objectors fail to note is the group who did agree on the document! Can you believe that Pulsifer, Lipton, Buchanan, Boyer, Kovalcik, Birsan and I, plus the other signatories, could agree on a course of actions!!!! What is happening now is the objections of persons who were not at Baltimore. Were they there they would likely have signed the letter also! Leeder and Correll may argue that they would not vote for anything not giving Canada one guaranteed vote but I even doubt that. After all it was no secret that the constitution would be on the agenda, I published a prior proposal in the preceding Council Courier I can't believe that Correll/Leeder did not think that we would talk about it.

In conclusion let me say that some have said I have done this to steal the treasury! Anyone who wants to see the books is welcome to look them over! In the last analysis it is all academic as the constitution, when I last spoke to Boyensin, was passing by a wide margin! Therefore by September we will have a new constitution, for better or for worse. I suggest WE ALL WORK TO IMPLEMENT IT OR THE HOBBY WILL SUFFER--
REMEMBER THE HOBBY?

Next issue; CAPTURE AND BONDAGE in B&D
a report on GenCon IX

NOTE NEW DEADLINE: SEPT 30

FROM:

Leonard Lakofka
644 West Briar Place
Chicago, Ill. 60657

PLAYERS--see page 11
new game page 9

Rod Walker,
1273 Crest Dr.,
ENCINITAS CALIF. 92024

T

CLARA MAASS
She gave her life



FIRST CLASS MAIL